

CRICKET CRAZY



Full colour graphic and text adventure.

Loading instructions:—

Hit CTRL ENTER together,
then press PLAY then any key.

For years the tiny island of St. Malcolm had basked in the Caribbean sunshine, cut off from civilisation save for an old T.V. set owned by the chief. The population became obsessed with the game of cricket, almost to the point of fanaticism. It was with relish then that the islanders agreed to a tour from the U.K. Unknown to them however the British Government had discovered that St. Malcolm was in fact rich in a certain natural resource, Guano.

It was this which had prompted the tour and it was the minister who was to accompany that tour who sought to gain the rights to it.

You are manager of the team picked to visit the island. It should be a tour like any other and make a pleasant break from the rigours of the British winter. What could go wrong?

In Part 1, you must guide your team to the St. Malcolm Cricket Ground, then in Part 2, you must play the match itself.

This is your big chance to steer your lads to victory and earn your place in cricketing history. Good luck to you! You'll need it!!!

Part 1 is recorded on Side 1. Part 2 is recorded on Side 2.

If you get stuck and require assistance then please send a stamped, self addressed envelope to the address overleaf for a complete cheat list.
Unfortunately we cannot accept telephone enquiries.

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PROGRAMMERS—If you have written a good programme, for ANY home computer, send it to us now for evaluation. We pay EXCELLENT royalties!! Your programme could be in the shops within 3 weeks!! SEND TO:
ALTERNATIVE SOFTWARE Units 3-6 Baileygate Industrial Estate, Pontefract, West Yorkshire. We will acknowledge receipt of your programme same day.

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VERB LIST CRICKET CRAZY

PART I

NORTH	SAY	TOSS
SOUTH	SPEAK	OPEN
EAST	ASK	UNLOCK
WEST	TELL	WRITE
UP	CHAT	AUTOGRAPH
DOWN	FLY	SMOKE
GET	DRIVE	WEAR
DROP	OPERATE	SHOOT
PUT	PILOT	FIRE
PLACE	HELP	WAIT
LOOK	RESCUE	SIT
LIST	SMELL	SLEEP
INVENTORY	EAT	REST
TEXT	DRINK	NAP
PICTURES	BRIBE	LIE
GRAPHICS	TRADE	LAY
QUIT	SWAP	HITCH
SAVE	LIGHT	BEG
LOAD	PLAY	REQUEST
EXAMINE	BOWL	ACCEPT
SEARCH	BAT	YES
USE	CHARM	REFUSE
OPERATE	TOUCH	NO
LISTEN	STROKE	CALL
TYPE	SHAKE	FORM
TURN	FEED	MAKE
SWITCH	TEAR	START
PUSH	REMOVE	BEGIN
ENTER	SELECT	WATCH
GO	PICK	ESCAPE
TALK	CHOOSE	

PART II

NORTH	PLAY
SOUTH	HIT
EAST	BOWL
WEST	THROW
UP	SIT
DOWN	WATCH
GET	GO
DROP	CATCH
QUIT	PREPARE
SAVE	READY
LOAD	RUN
PICTURES	SPEAK
GRAPHICS	TALK
TEXT	ASK
LIST	SAY
INVENTORY	
LOOK	
SEARCH	
EXAMINE	
NORTHWEST	
NORTHEAST	
SOUTHWEST	
SOUTHEAST	
SELECT	
PICK	
CHOOSE	
READ	
STUDY	
DECLARE	
PRAY	
HELP	